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(54) **Method of navigating in a graphical user interface and device for implementing it**

(57) A method of navigating in a graphical user interface is presented. This method is characterized in that it comprises the stages:

- of displaying graphical elements which can be selected using a cursor,
- of connecting at least two of said graphical elements using linear segments, a first and a second element being connected by a single link composed of one or more segments placed in series,
- of shifting the cursor from a first element to a second

element, when the direction key of a control means (11) corresponding uniquely to the orientation of the segment connected at the point of departure from the first element is pressed, there being at most one segment having an orientation corresponding to a given direction key connected to a given element.

The invention also relates to a device for implementing the method.

The invention applies particularly to the field of digital television.

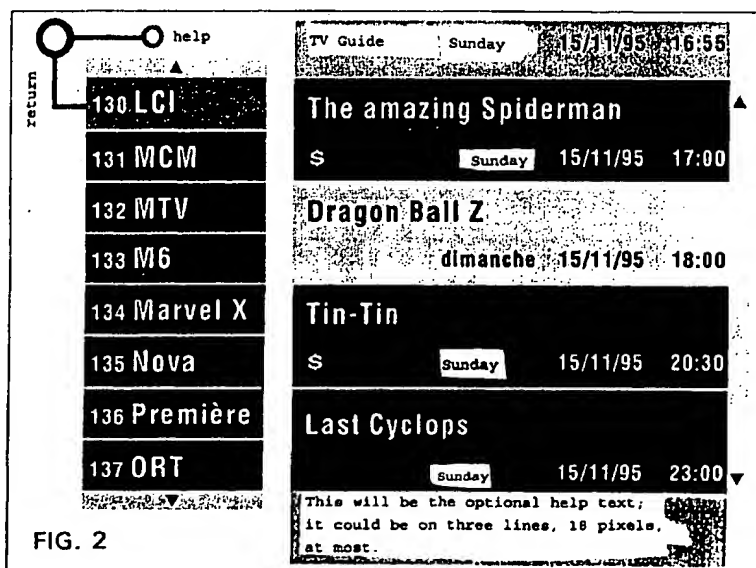


FIG. 2

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## Description

The invention relates to a method of navigating in a graphical user interface, particularly in the context of a device for receiving or viewing digital television. The invention also relates to a device for implementing this method.

In step with the evolution of the functions of audio-visual apparatus and of the services offered by this medium, the development of effective interfaces between this apparatus and the users becomes a crucial problem. This type of interface, intended for what are essentially consumer products, needs to be simple while giving access to the available services and functions in a rapid and intuitive way. Moreover, the constraints relating to the control devices have to be taken into account. Whereas, in the past, remote controls had a tendency to become ever more complex with a proliferation of buttons, the complexity is transferred to the user interface, whether graphical or not, controlled by the use of a remote control which is in itself fairly simple. As a consequence, the principles of navigation in the menus and through the tree structure of these menus must allow the use of relatively simple remote controls, which can be a restraint on the flexibility of the user interface.

The subject of the invention is a method of navigating in a graphical user interface, characterized in that it comprises the stages:

- of displaying graphical elements which can be selected using a cursor,
- of connecting at least two of said graphical elements using linear segments, a first and a second element being connected by a single link composed of one or more segments placed in series,
- of shifting the cursor from a first element to a second element, when the direction key of a control means corresponding uniquely to the orientation of the segment connected at the point of departure from the first element is pressed, there being at most one segment having an orientation corresponding to a given direction key connected to a given element.

According to one particular embodiment, more than two segments linked end-to-end link two elements, forming a broken line.

According to one particular embodiment, the user interface includes a list of elements forming a set having common functional characteristics, the cursor being shifted within said set by using two opposite direction keys, a third element being attached to said set by at least one linear segment the orientation of which at the point of departure from said set is such that it allows the cursor to be shifted from said set towards said third element using one of the two direction keys used for navigation within the set when said element possesses the same functional characteristics as the elements of the set and such that it allows the cursor to be shifted from

said set towards said third element using a direction key other than the two keys already used when this is not the case.

According to one particular embodiment, a group of graphical elements linked by linear segments forms a chain, said group including elements used in several screens of said interface, said group being placed at an identical site in each of said screens.

According to one particular embodiment, the linear segment at the point of departure from a fourth element of one of said screens towards said group of elements has an orientation which changes from screen to screen depending on the functional characteristics of said fourth element.

According to one particular embodiment, when an element is linked to a list of elements, it is linked, as appropriate, to the selected element of this list. According to one particular embodiment said linear segment is a segment of line.

According to one particular embodiment, two elements are connected via a bend consisting of at least two perpendicular linear segments of different directions connected in series.

A further subject of the invention is a digital television receiving device including a graphical user interface and comprising means for control of said interface, said control means including means for indicating a direction, characterized in that said interface includes:

- a cursor,
- graphical elements which can be selected using said cursor, at least two of said graphical elements being linked by the use of linear segments, a first and second element being connected by a single link composed of one or more segments connected in series, said cursor being apt to be shifted from a first element towards a second element when a direction corresponding to the orientation of the segment at the point of departure from the first element is indicated by the use of said control means, there being at most one segment having an orientation corresponding to a given direction connected to a given element.

Further characteristics of the invention will emerge via the description of a particular non-limiting exemplary embodiment illustrated by the figures, among which:

- Figure 1 is a block diagram of a digital television receiver implementing the exemplary embodiment,
- Figure 2 represents a first screen of a user interface of the digital television receiver of Figure 1, said screen featuring a guide to services,
- Figure 3 represents a second screen of the user interface, featuring event purchasing functions,
- Figure 4 represents a third screen of the user interface, intended for entering a confidential code.

right-hand side of the display area. The arrow or arrows disappear if the limits of the list of events are reached. This is also true for the arrows of the list of services.

The display area allows the information relating to four events to be presented. It also includes, in its upper part, a line intended to repeat the title of the current application ("TV Guide" in the present case) and an indication of the date and time, with the aim of giving the user a navigation marker. Three lines at the bottom of the screen are dedicated to any user help text.

Movement throughout the screen as a whole is performed essentially by virtue of the direction keys of the remote control. A distinction will be made between the notion of selection, which consists in placing the cursor on an element, and the notion of activation, which consists in performing an action on this element.

For example, in order to obtain the list of events relating to a particular service, the user must firstly select a service by placing the cursor on this service, then activate this service by pressing the validation key. It is only at this instant that the application updates the list of events.

The invention relates more particularly to the link between various elements. The lists of services and of events are organized in the form of superimposed rectangles, which naturally indicates to the user that he can move within each list by virtue of the "up" and "down" direction arrows. Horizontal navigation is implemented by virtue of the "left" and "right" arrows, which is indicated with the aid of the particular graphics associated with a selected element (change of colour and/or of brightness of the selected rectangle and association of an arrow with this rectangle).

However, there exist elements which are neither services nor events, and which cannot, a priori, be placed at the same level by way of being integrated purely and simply into one of the two abovementioned lists. In the context of Figure 2, these are the "return" and "help" functions which make it possible to come back up from a level in the tree structure of a menu and to get help concerning the screen displayed.

With the maximum amount of space on the screen of Figure 2 being allotted to the information proper, the "return" and "help" functions are not placed in what could be called a third area of the screen, and which would be governed by the same navigation principles (horizontal arrows for a change of area and vertical arrows for movement within each area).

Taking the place of a third vertically organized area, the "return" and "help" functions are illustrated by graphical representations (here "nodes") placed in a chain and linked by segments of line. The "return" function is linked to one of the elements of the list of services by a broken line. This line is horizontal starting from the element of the list, continues with a bend then a vertical segment so as to join up with the circle representing the "return" function, placed in the upper left corner of the screen. The legend "return" is placed along the vertical

segment. Starting from this function, a horizontal line segment joins up with a second circle placed to the right of the first one and bearing the legend "help".

The segments of lines indicate to the user the way of navigating to and from functions (or elements, for that matter) linked by these segments, since, in the context of the present example, navigation to/from these functions departs from the general rule.

The "left" arrow has to be used in order to go from the list of services to the return function. In contrast, to return from the return function to the list of services, it is the "down" arrow which has to be employed.

Consequently, the key used to navigate from an element A to an element B is not necessarily the key which is the reverse of the one making it possible to go from element B to element A. This gives great freedom in the design of the interface, while maintaining intuitive navigation within this interface.

The use of broken lines makes it possible to indicate clearly to the user how navigation has to be performed, while giving the developer of graphical interfaces great flexibility as to the layout of the elements on a screen. The use of a bend formed from two segments is particularly advantageous for linking elements.

The "right" arrow has to be used to go from the "return" function to the "help" function, and the left arrow to return from the "help" function to the "return" function.

According to one variant embodiment, the link between a function and an element of a list links said function, as appropriate, to the selected element of that list.

Figure 3 is the "Purchases" screen presented to the user for managing paying events and certain access codes. The layout of this screen repeats the principles of that of Figure 2, with a display area occupying about the right two-thirds of the screen, and a list placed in the right third. This time, this list is a list of functions, in the same way as the return function. In this case, the latter is integrated into the list of functions by altering the point of attachment of the line which links it to this list. In this instance, this attachment is formed by a vertical line segment. The navigation principle for selecting a function from the list or for selecting the return function is therefore the same.

It will be noted that, advantageously, the "return" and "help" functions are always placed at the same site on the screen, so as not to disorient the user by presenting identical functions in a different way from screen to screen. It is for this reason also that, according to the present example, the "return" and "help" functions are never integrated into a list of functions in exactly the same way as the other elements of that list.

The use of the attachment by broken lines of variable length, depending on the content of the screens, allows this placing of the functions at the same site on each screen. This can be seen particularly by comparing Figure 2 and Figure 4.

Figure 4 represents the screen presented to the user for entering a confidential code, for example the code

right-hand side of the display area. The arrow or arrows disappear if the limits of the list of events are reached. This is also true for the arrows of the list of services.

The display area allows the information relating to four events to be presented. It also includes, in its upper part, a line intended to repeat the title of the current application ("TV Guide" in the present case) and an indication of the date and time, with the aim of giving the user a navigation marker. Three lines at the bottom of the screen are dedicated to any user help text.

Movement throughout the screen as a whole is performed essentially by virtue of the direction keys of the remote control. A distinction will be made between the notion of selection, which consists in placing the cursor on an element, and the notion of activation, which consists in performing an action on this element.

For example, in order to obtain the list of events relating to a particular service, the user must firstly select a service by placing the cursor on this service, then activate this service by pressing the validation key. It is only at this instant that the application updates the list of events.

The invention relates more particularly to the link between various elements. The lists of services and of events are organized in the form of superimposed rectangles, which naturally indicates to the user that he can move within each list by virtue of the "up" and "down" direction arrows. Horizontal navigation is implemented by virtue of the "left" and "right" arrows, which is indicated with the aid of the particular graphics associated with a selected element (change of colour and/or of brightness of the selected rectangle and association of an arrow with this rectangle).

However, there exist elements which are neither services nor events, and which cannot, a priori, be placed at the same level by way of being integrated purely and simply into one of the two abovementioned lists. In the context of Figure 2, these are the "return" and "help" functions which make it possible to come back up from a level in the tree structure of a menu and to get help concerning the screen displayed.

With the maximum amount of space on the screen of Figure 2 being allotted to the information proper, the "return" and "help" functions are not placed in what could be called a third area of the screen, and which would be governed by the same navigation principles (horizontal arrows for a change of area and vertical arrows for movement within each area).

Taking the place of a third vertically organized area, the "return" and "help" functions are illustrated by graphical representations (here "nodes") placed in a chain and linked by segments of line. The "return" function is linked to one of the elements of the list of services by a broken line. This line is horizontal starting from the element of the list, continues with a bend then a vertical segment so as to join up with the circle representing the "return" function, placed in the upper left corner of the screen. The legend "return" is placed along the vertical

segment. Starting from this function, a horizontal line segment joins up with a second circle placed to the right of the first one and bearing the legend "help".

The segments of lines indicate to the user the way of navigating to and from functions (or elements, for that matter) linked by these segments, since, in the context of the present example, navigation to/from these functions departs from the general rule.

The "left" arrow has to be used in order to go from the list of services to the return function. In contrast, to return from the return function to the list of services, it is the "down" arrow which has to be employed.

Consequently, the key used to navigate from an element A to an element B is not necessarily the key which is the reverse of the one making it possible to go from element B to element A. This gives great freedom in the design of the interface, while maintaining intuitive navigation within this interface.

The use of broken lines makes it possible to indicate clearly to the user how navigation has to be performed, while giving the developer of graphical interfaces great flexibility as to the layout of the elements on a screen. The use of a bend formed from two segments is particularly advantageous for linking elements.

The "right" arrow has to be used to go from the "return" function to the "help" function,, and the left arrow to return from the "help" function to the "return" function.

According to one variant embodiment, the link between a function and an element of a list links said function, as appropriate, to the selected element of that list.

Figure 3 is the "Purchases" screen presented to the user for managing paying events and certain access codes. The layout of this screen repeats the principles of that of Figure 2, with a display area occupying about the right two-thirds of the screen, and a list placed in the right third. This time, this list is a list of functions, in the same way as the return function. In this case, the latter is integrated into the list of functions by altering the point of attachment of the line which links it to this list. In this instance, this attachment is formed by a vertical line segment. The navigation principle for selecting a function from the list or for selecting the return function is therefore the same.

It will be noted that, advantageously, the "return" and "help" functions are always placed at the same site on the screen, so as not to disorient the user by presenting identical functions in a different way from screen to screen. It is for this reason also that, according to the present example, the "return" and "help" functions are never integrated into a list of functions in exactly the same way as the other elements of that list.

The use of the attachment by broken lines of variable length, depending on the content of the screens, allows this placing of the functions at the same site on each screen. This can be seen particularly by comparing Figure 2 and Figure 4.

Figure 4 represents the screen presented to the user for entering a confidential code, for example the code

for access to a particular service. The "return" and "help" functions are placed in exactly the same way as on the screens of Figures 2 and 3. The positions for the digits of the confidential code are placed in the middle of that part of the screen which, in Figures 2 and 3, contained the display area. The digits already entered are displayed in the form of a star, the remaining ones being in the form of a question mark. The digit selected by the cursor is distinguished by its higher brightness. A context-based help text is displayed at the bottom of the screen, in the three lines of the help area already described.

When this screen is displayed, the cursor is placed on the first of the four digits, and is shifted to the next digit to the right when a digit is entered. When the fourth digit is entered, the code is automatically validated and compared with the code recorded in the memory of the decoder or of the smart card.

The user may nevertheless chose to return to a previous screen or to alter one of the first three digits before entering the fourth, making use of the left arrow of the remote control.

The screen of Figure 4 is not nearly as cluttered as that of Figure 2. The line attaching the "return" function to the area for entering the digits of the code nevertheless allows the whole of the screen to be used.

It will be noted that the relationship between a direction key and the orientation of a segment at the point of departure from a graphical elements is a one-to-one relationship in the sense that the use of this key allows one and only one element to be selected from the starting element. In other words, there will never be two segments starting in the same direction attached to the same element. Neither will a segment branch towards several graphical elements, since this would also result in the same ambiguous situation.

Moreover, although the examples given in the present description and the corresponding drawings use linear segments, other attaching shapes could be employed, given that the directions of these attachments at the point of departure from each element can be fully identified and associated with one key of the remote control.

For example, the "return" function and the "LCI" event of Figure 2 may be attached using a circular arc the tangents to which at the point of departure from the event and from the function are substantially the directions given by the two segments illustrated by Figure 4.

The invention is not limited, moreover, to horizontal/vertical direction keys. Diagonal keys, for example, may also be used.

According to one variant embodiment, the remote control, or another control device capable of being situated directly on the apparatus, enables a direction to be indicated, particularly using a joystick or a ball.

It is quite obvious that the invention is not limited to the specific example which has just been described. In particular, elements, functions and events other than

"return" and "help" may be implemented.

## Claims

1. Method of navigating in a graphical user interface, characterized in that it comprises the stages:
  - of displaying graphical elements which can be selected using a cursor,
  - of connecting at least two of said graphical elements using linear segments, a first and a second element being connected by a single link composed of one or more segments placed in series,
  - of shifting the cursor from a first element to a second element, when the direction key of a control means (11) corresponding uniquely to the orientation of the segment connected at the point of departure from the first element is pressed, there being at most one segment having an orientation corresponding to a given direction key connected to a given element.
2. Method according to Claim 1, characterized in that more than two segments linked end-to-end link two elements, forming a broken line.
3. Method according to one of the preceding claims, characterized in that the user interface includes a list of elements forming a set having common functional characteristics, the cursor being shifted within said set by using two opposite direction keys, a third element being attached to said set by at least one linear segment the orientation of which at the point of departure from said set is such that it allows the cursor to be shifted from said set towards said third element using one of the two direction keys used for navigation within the set when said element possesses the same functional characteristics as the elements of the set and such that it allows the cursor to be shifted from said set towards said third element using a direction key other than the two keys already used when this is not the case.
4. Method according to one of the preceding claims, characterized in that a group of graphical elements linked by linear segments forms a chain, said group including elements used in several screens of said interface, said group being placed at an identical site in each of said screens.
5. Method according to Claim 4, characterized in that the linear segment at the point of departure from a fourth element of one of said screens towards said group of elements has an orientation which changes from screen to screen depending on the functional characteristics of said fourth element.

6. Method according to one of the preceding claims, characterized in that when an element is linked to a list of elements, it is linked, as appropriate, to the selected element of this list. 5
7. Method according to one of the preceding claims, characterized in that said linear segment is a segment of line. 10
8. Method according to one of the preceding claims, characterized in that two elements are connected via a bend consisting of at least two perpendicular linear segments of different directions connected in series. 15
9. Method according to one of the preceding claims, characterized in that the orientation of a segment at the point of departure from a fifth element connected by at least two segments to a sixth element and the orientation of the segment at the point of departure from this sixth element towards this fifth element are not opposite. 20
10. Digital television receiving device including a graphical user interface and comprising means (11) for control of said interface, said control means including means for indicating a direction, characterized in that said interface includes: 25
- a cursor, 30
- graphical elements which can be selected using said cursor, at least two of said graphical elements being linked by the use of linear segments, a first and second element being connected by a single link composed of one or more segments connected in series, said cursor being apt to be shifted from a first element towards a second element when a direction corresponding to the orientation of the segment at the point of departure from the first element is indicated by the use of said control means, there being at most one segment having an orientation corresponding to a given direction connected to a given element. 40

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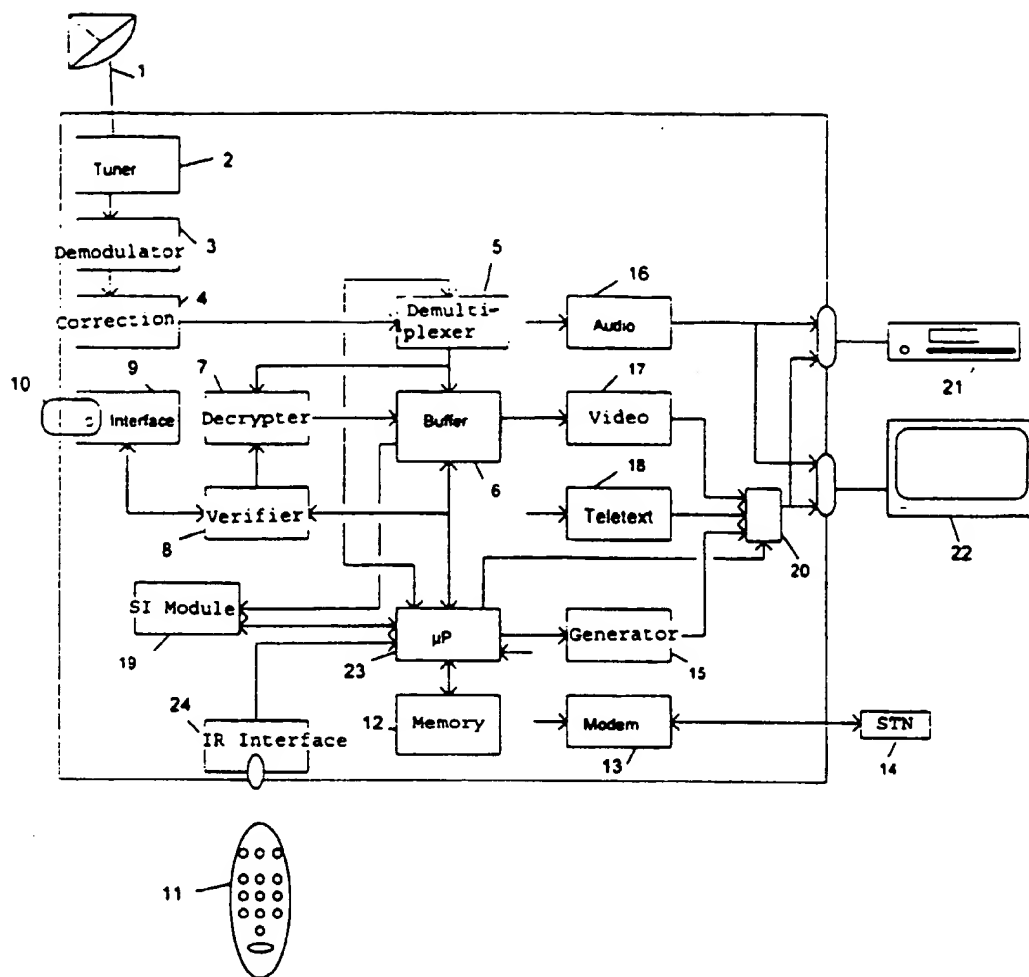


FIG. 1

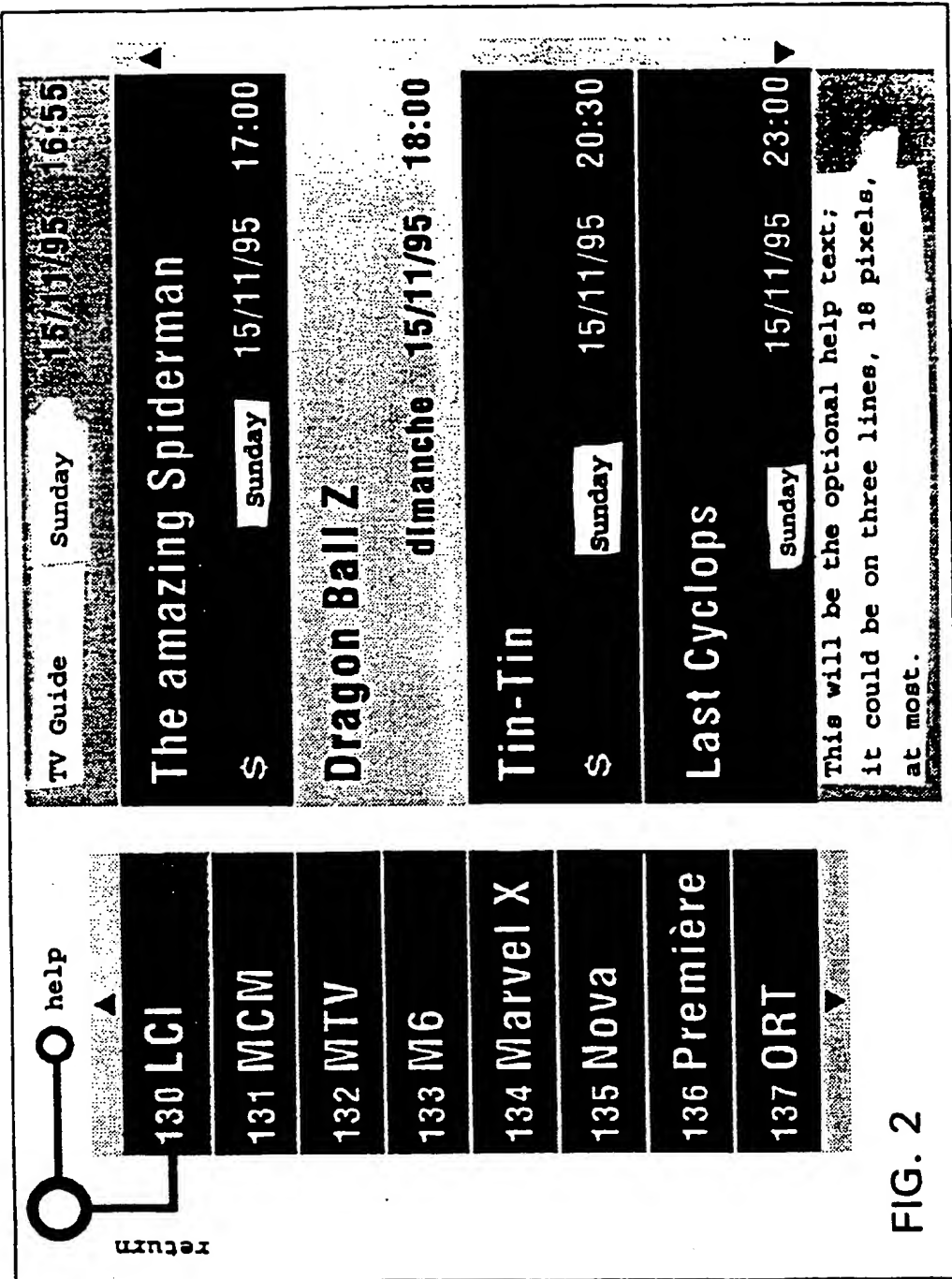


FIG. 2



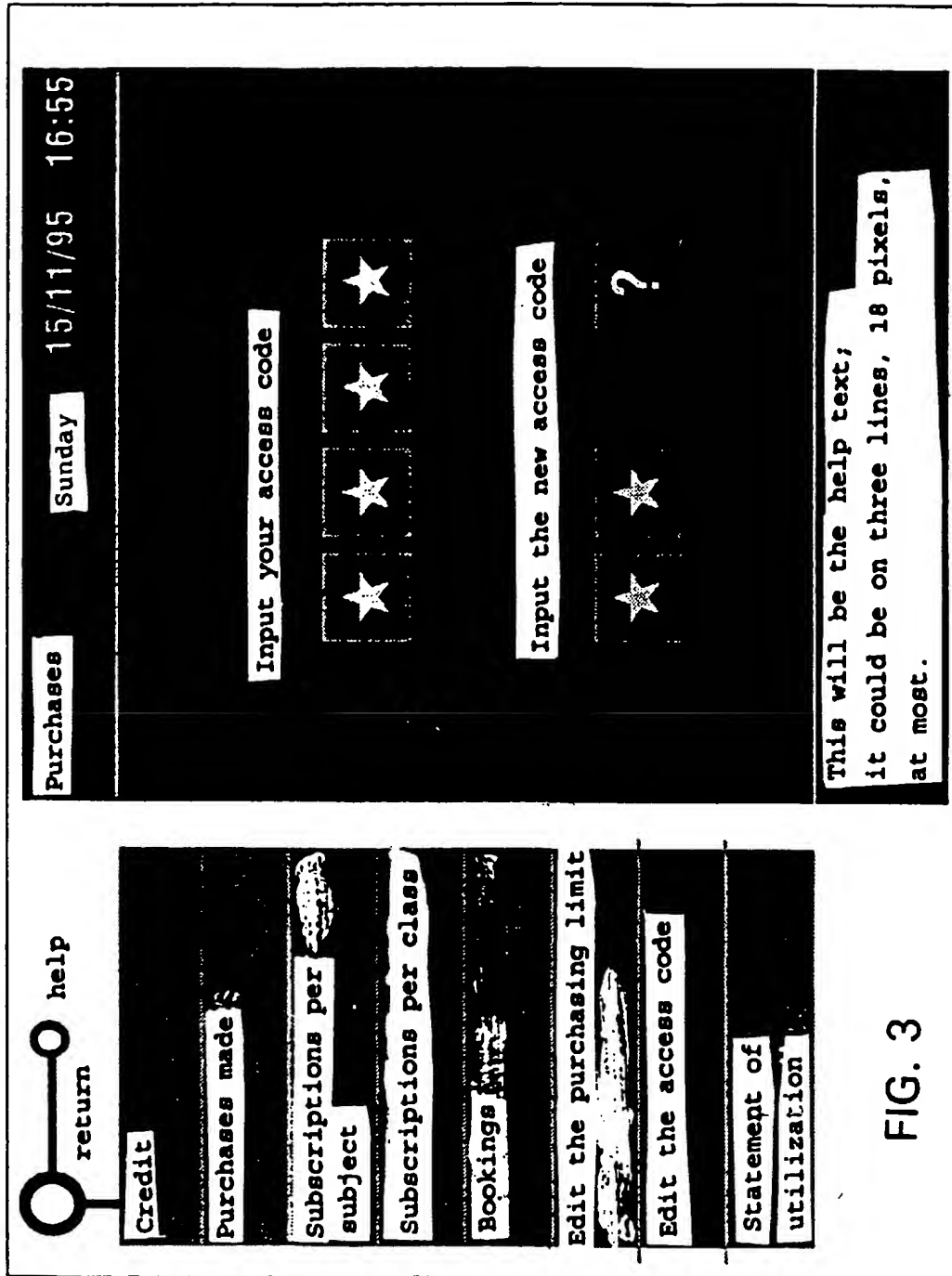


FIG. 3

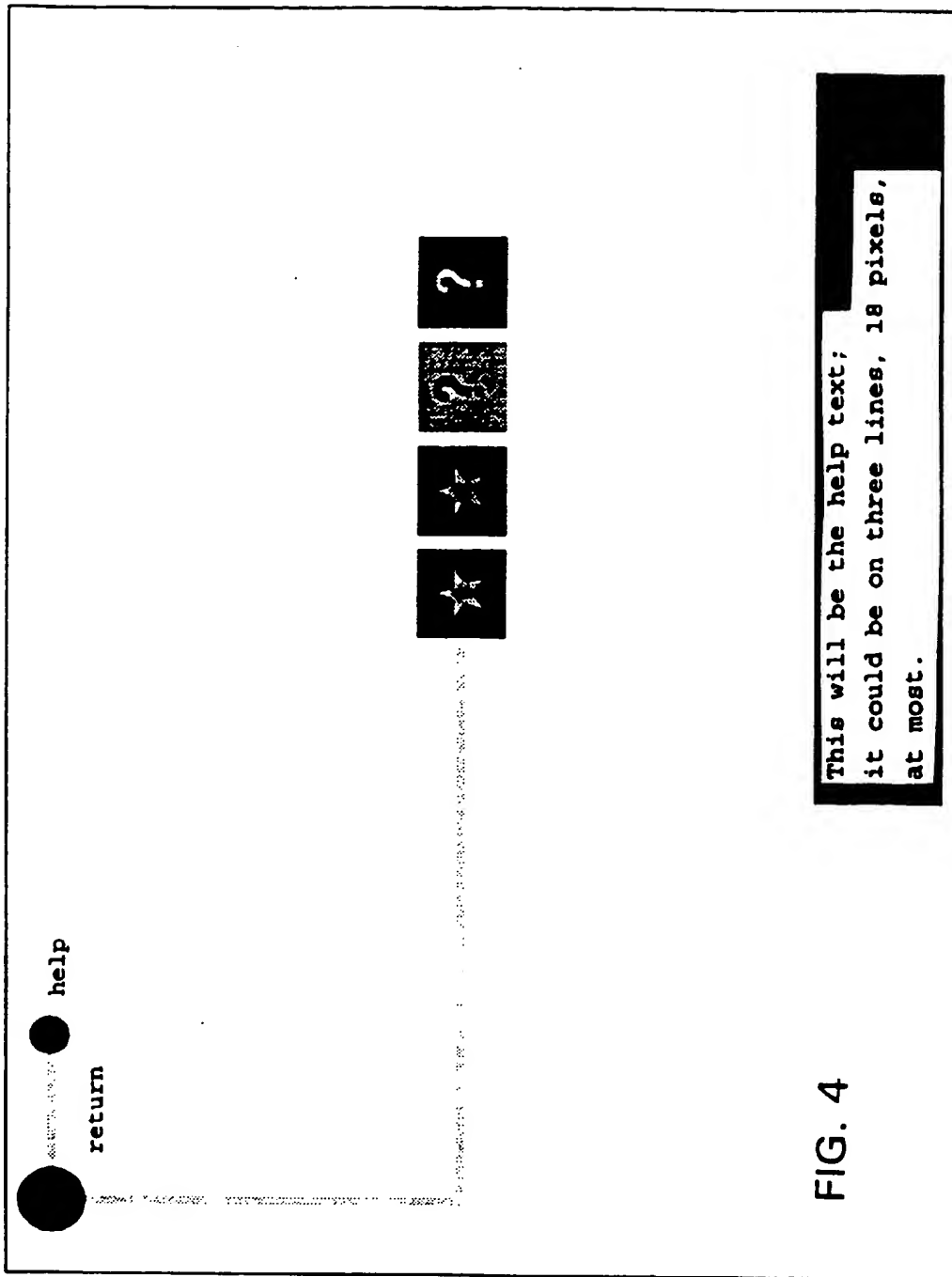


FIG. 4



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# EUROPEAN SEARCH REPORT

Application Number  
EP 97 40 1902

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
X	"SELECTING NODES IN A HIERARCHIAL GRAPH USING THE KEYBOARD" IBM TECHNICAL DISCLOSURE BULLETIN, vol. 37, no. 7, 1 July 1994, pages 151-156, XP000455469 * the whole document *	10	G06F3/023 H04N5/445
A	---	1,2,7	
A	US 5 425 140 A (BLOOMFIELD MARC A ET AL) 13 June 1995 * abstract * * column 8, line 33 - column 9, line 4; figures 6,7 * * column 9, line 66 - column 10, line 12 *	1,2,7,10	
A	GB 2 271 447 A (IBM) 13 April 1994  * abstract * * page 1, line 4 - line 20 * * page 3, line 17 - page 4, line 2; figure 1 *	1,2,7,8,10	
A	---		
A	"INTEGRATED AUDIO-GRAPHICS USER INTERFACE" IBM TECHNICAL DISCLOSURE BULLETIN, vol. 33, no. 11, 1 April 1991, pages 368-371, XP000110434 * page 368, line 6 - line 11; figures 2-4 *	10	G06F H04N
A	---		
A	EP 0 476 842 A (SONY CORP) 25 March 1992 * abstract * * column 3, line 54 - column 4, line 51; figures 2A-2E *	10	
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	-/--		
The present search report has been drawn up for all claims			
Place of search		Date of completion of the search	Examiner
THE HAGUE		12 November 1997	Bravo, P
<p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons S : member of the same patent family, corresponding document</p>			

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# EUROPEAN SEARCH REPORT

Application Number  
EP 97 40 1902

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	WO 95 01058 A (APPLE COMPUTER) 5 January 1995 * abstract * * page 40, line 1 - page 41, line 5; figure 7 * * page 45, line 1 - page 48, line 5; figures 12-17 * * page 61, line 20 - page 62, line 13; figure 34 * -----	10	
			TECHNICAL FIELDS SEARCHED (Int.Cl.6)
The present search report has been drawn up for all claims			
Place of search		Date of completion of the search	Examiner
THE HAGUE		12 November 1997	Bravo, P
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document			

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